UNITED STATES PATENT AND TRADEMARK OFFICE

APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
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EXAMINER
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ART UNIT	PAPER NUMBER
2144	

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Please find below and/or attached an Office communication concerning this application or proceeding.

PTO-90C (Rev. 10/03)

	Application No.	Applicant(s)
Supplemental *Notice of Allowability*	10/061,982	KUTARAGI ET AL.
	Examiner	Art Unit	
	Michael S. A. Delgado	2144	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address--

All claims being allowable, PROSECUTION ON THE MERITS IS (OR REMAINS) CLOSED in this application. If not included herewith (or previously mailed), a Notice of Allowance (PTOL-85) or other appropriate communication will be mailed in due course. **THIS NOTICE OF ALLOWABILITY IS NOT A GRANT OF PATENT RIGHTS.** This application is subject to withdrawal from issue at the initiative of the Office or upon petition by the applicant. See 37 CFR 1.313 and MPEP 1308.

1. ☒ This communication is responsive to *08/15/2005*.

2. ☒ The allowed claim(s) is/are *1-3,5-17 and 19-24 hereafter referred to as 1-22*.

3. ☒ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

    a) ☒ All   b) ☐ Some*   c) ☐ None   of the:

        1. ☒ Certified copies of the priority documents have been received.

        2. ☐ Certified copies of the priority documents have been received in Application No. _____ .

        3. ☐ Copies of the certified copies of the priority documents have been received in this national stage application from the International Bureau (PCT Rule 17.2(a)).

    * Certified copies not received: _____ .

Applicant has THREE MONTHS FROM THE "MAILING DATE" of this communication to file a reply complying with the requirements noted below. Failure to timely comply will result in ABANDONMENT of this application. **THIS THREE-MONTH PERIOD IS NOT EXTENDABLE.**

4. ☐ A SUBSTITUTE OATH OR DECLARATION must be submitted. Note the attached EXAMINER'S AMENDMENT or NOTICE OF INFORMAL PATENT APPLICATION (PTO-152) which gives reason(s) why the oath or declaration is deficient.

5. ☐ CORRECTED DRAWINGS (as "replacement sheets") must be submitted.

    (a) ☐ including changes required by the Notice of Draftsperson's Patent Drawing Review (PTO-948) attached

        1) ☐ hereto or 2) ☐ to Paper No./Mail Date _____ .

    (b) ☐ including changes required by the attached Examiner's Amendment / Comment or in the Office action of Paper No./Mail Date _____ .

    Identifying indicia such as the application number (see 37 CFR 1.84(c)) should be written on the drawings in the front (not the back) of each sheet. Replacement sheet(s) should be labeled as such in the header according to 37 CFR 1.121(d).

6. ☐ DEPOSIT OF and/or INFORMATION about the deposit of BIOLOGICAL MATERIAL must be submitted. Note the attached Examiner's comment regarding REQUIREMENT FOR THE DEPOSIT OF BIOLOGICAL MATERIAL.

Attachment(s)

1. ☒ Notice of References Cited (PTO-892)

2. ☐ Notice of Draftperson's Patent Drawing Review (PTO-948)

3. ☒ Information Disclosure Statements (PTO/SB/08), Paper No./Mail Date *6/6/05*

4. ☐ Examiner's Comment Regarding Requirement for Deposit of Biological Material

5. ☐ Notice of Informal Patent Application

6. ☒ Interview Summary (PTO-413), Paper No./Mail Date 9/8/06

7. ☒ Examiner's Amendment/Comment

8. ☒ Examiner's Statement of Reasons for Allowance

9. ☐ Other _____ .

EXAMINER'S AMENDMENT

1.   An examiner's amendment to the record appears below. Should the changes and/or

additions be unacceptable to applicant, an amendment may be filed as provided by 37 CFR

1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the

payment of the issue fee.

Authorization for this examiner's amendment was given in a telephone interview with

Mr. Jonathan David on 9/7/2006.

The application has been amended as follows:

1. (currently amended)   A computer system comprising:

a plurality of user computers each capable of being loaded with a recording medium

having a unique recording medium ID;

a verification server connected with the user computers via a network, the verification

server including a user database provided with the unique recording medium IDs; and

at least one content server connected to the verification server via a network and having a

content database associated therewith;

wherein the verification server comprises:

means for requiring the recording medium ID from the user computers when the

user computers request data associated with a desired content server and for verifying the request

based on information recorded in the user database;

means for establishing communications between the user computers and the

desired content server when the request is verified;

means for requesting user status information from the user computers representing

a current status of at least one of programsdata of partway-through games and data stored in at

least one of the recording medium and the user computer from the user computers and for

transmitting the user status information to the desired content server; and

means for receiving information corresponding to the user status information from

the content database of the desired content server and for transmitting content information from

the desired content server to the user computers to thereby provide the content requested by the

user computers and upgrading or debugging programs based on the user status information of

individual user computers.

2. (previously presented)   A computer system according to Claim 1, wherein the user

status information comprises at least one of a serial number and a version number of a program.

3. (previously presented)   A computer system according to Claim 1, wherein the user

status information comprises data indicative of the completion status of a game played on the

user computer.

4. (cancelled)

5. (previously presented)   A computer system according to Claim 1, wherein the

content information transmitted to the user computer comprises data for upgrading at least one of

the programs and data.

6. (previously presented)   A computer system according to Claim 1, wherein the content information transmitted to the user computer comprises data for debugging at least one of the programs and data.

7. (previously presented)   A computer system according to Claim 1, wherein:

the user computers further comprise means for supplying to the verification server the user status information.

8. (previously presented)   A computer system according to Claim 1, wherein:

the user computers each have unique device IDs;

the user database contains information relating to the device IDs; and

the verification server further comprises:

means for obtaining the device IDs from the user computers when the user computers request the data from the desired content server; and

means for identifying the user computers based on the device IDs and the user information in the user database.

9. (previously presented)   A computer system according to Claim 1, wherein:

each user of each of the user computers has a unique user ID;

the user database contains information relating to the user IDs; and

the verification server further comprises:

means for obtaining the user IDs from the user computers when the user

computers request the data from the desired content server; and

means for identifying the user based on the user ID and the user information in the user database.

10. (previously presented)   A computer system according to Claim 1, wherein the verification server is connected, via a network, to at least one content server having digital content.

11. (previously presented)   A computer system according to Claim 10, wherein the verification server further comprises:

means for performing verification of the recording medium based on the recording medium ID; and

means for determining whether or not to permit providing of the digital content from the content server to the user computer, based on the results of the verification.

12. (currently amended)   A computer system comprising:

a plurality of user computers each capable of being loaded with a recording medium storing at least one of programs and data;

a verification server connected with the user computers via a network; and

at least one content server connected to the verification server via a network and having a content database associated therewith;

wherein the user computers each comprise means for supplying to the verification server

user status information representing ~~a current status of the at least one of programs~~ data of

partway-through games and data stored in at least one of the recording medium and the user

computer; and

the verification server comprises:

means for obtaining the user status information from the user computers when the

user computers request data associated with a desired content server connected to the verification

server;

means for preparing the requested data according to the user status information;

and

means for transmitting the requested data to the user computers to thereby provide

the data requested by the users and upgrading or debugging programs based on the user status

information of individual user computers.

13.   (original)   A computer system according to Claim 12, wherein said requested

data is data for updating at least one of programs and data stored in said recording medium.

14. (previously presented)   A computer system according to Claim 12, further

comprising at least one content server having digital content,

wherein the means for preparing the requested data comprises means for sending the user

status information to the content server, and

wherein the content server comprises means for selecting the digital content according to

the user status information and transmitting the selected digital content to the verification server.

15. (currently amended)   A computer system comprising:

a plurality of user computers each capable of being loaded with a recording medium storing at least one of programs and data; and

a verification server connected with the user computers via a network, wherein:

each of the user computers has a unique device ID; and

the verification server comprises:

a user database provided with user status information corresponding to the device IDs;

means for requiring the device IDs from the user computers when the user computers request data associated with a desired content server connected to the verification server;

means for identifying the user computer based on the device ID and the user status information in the user database;

means for requesting user status information <u>from the user computers</u> representing ~~a current status of at least one of the programs~~ <u>data of partway-through games</u> and data stored in at least one of the recording medium and user computer from the user computer and for transmitting the user status information to the desired content server;

means for preparing the requested data according to the identified user computer and the user status information; and

means for transmitting the requested data to the user computers <u>to thereby provide</u>

the data requested by the users and upgrading or debugging programs based on the user status

information of individual user computers.

16. (currently amended)   A computer system comprising:

a plurality of user computers each capable of being loaded with a recording medium

storing at least one of programs and data; and

a verification server connected with the user computers via a network, wherein:

each user of each of the user computers has a unique user ID; and

the verification server further comprises:

a user database provided with user status information corresponding to the user

IDs;

means for requiring the user IDs from the user computers when the user computers

request data associated with a desired content server connected to the verification server;

means for identifying the user based on the user ID and the user status information

in the user database;

means for requesting user status information from the user computers representing

a current status of at least one of the programs data of partway-through games and data stored in

at least one of the recording medium and the user computer from the user computer and for

transmitting the user status information to the desired content server;

means for preparing the requested data according to the identified user and the

user status information; and

means for transmitting the requested data to the user computers to thereby provide

the data requested by the users and upgrading or debugging programs based on the user status

information of individual user computers.

17. (currently amended)   A verification server capable of being connected, via a network, with a plurality of user computers each capable of being loaded with one or more recording media each having a unique recording medium ID, the verification server comprising:

a user database provided with user status information corresponding to the recording medium IDs;

means for requiring the recording medium IDs from the user computers when the user computers request data associated with a desired content server connected to the verification server;

means for identifying a given recording medium based on the recording medium ID and the user status information in the user database;

means for requesting user status information from the user computers representing a ~~current status of at least one of programs~~ data of partway-through games and data stored in at least one of the recording media and the user computer from the user computer and for transmitting the user status information to the desired content server;

means for preparing the requested data according to the identified recording medium and the user status information; and

means for transmitting the requested data to the user computers to thereby provide the data requested by the users and upgrading or debugging programs based on the user status information of individual user computers.

18. (Cancelled)

19. (currently amended)   A method of operating a computer system comprising a plurality of user computers each capable of being loaded with a recording medium having a unique recording medium ID, a verification server connected with the user computers via a network and including a user database provided with the unique recording medium IDs, and at least one content server connected to the verification server via a network and having a content database associated therewith, wherein the method comprises:

requiring the recording medium ID from the user computers when the user computers request data associated with a desired content server connected to the verification server;

verifying the request based on information recorded in the user database;

establishing communications between the user computer and the desired content server when the request is verified;

requesting user status information from the user computers representing a current status of at least one of programs data of partway-through games and data stored in at least one of the recording medium and the user computer from the user computer;

transmitting the user status information to the desired content server;

receiving information corresponding to the user status information from the content database of the desired content sever; and

transmitting content information from the desired content server to the user computer to thereby provide the content requested by the user computers and upgrading or debugging programs based on the user status information of individual user computers.

20.   (currently amended) A method of operating a computer system comprising a plurality of user computers each capable of being loaded with a recording medium storing at least one of programs and data, a verification server connected with the user computers via a network, and at least one content server connected to the verification server via a network and having a content database associated therewith, wherein the method comprises:

obtaining user status information from the user computer representing a~~current status of the at least one of programs~~ data of partway-through games and data stored in at least one of the recording medium and the user computer from the user computers when the user computers request data associated with a desired content server connected to the verification server;

preparing the requested data according to the user status information; and

transmitting the requested data to the user computer to thereby provide the data requested by the users and upgrading or debugging programs based on the user status information of individual user computers.

21. (currently amended) A user computer capable of being loaded with a recording medium storing at least one of programs and data, and capable of being connected with a verification server via a network, the verification server being connected at least one content server via a network and having a content database associated therewith, and the recording medium having a unique ID, the user computer comprising:

means for supplying at least one of an ID unique of the user computer, an ID unique of the recording medium and an ID unique of the user, to the verification server as verification information, when a request for data associated with a desired content server is made by a user;

means for supplying user status information ~~from the user computers~~ representing a ~~current status of the at least one of programs~~ data of partway-through games and data stored in at least one of the recording medium and the user computer to the verification server;

means for receiving a result of verification from the verification server; and

means for receiving content information corresponding to the user status information from the desired content server and upgrading or debugging programs based on the user status information of individual user computers.

22. (currently amended)   A storage medium for use with a computer system, which computer system comprises a user computer connectable via a network to a server, a recording medium storing at least one of programs and data and being capable of being loaded into the user computer, a verification server connected with the user computer via a network, and at least one content server connected to the verification server via a network and having a content database associated therewith, wherein the storage medium contains a program capable of causing the user computer to:

send the recording medium ID to the verification server when the user computer requests data associated with a desired content server;

establish communications between the user computer and the desired content server via the verification server when the request is verified by the verification server;

send user status information from the user computers representing a current status of the at least one of programs data of partway-through games and data stored in at least one of the recording media and the user computer to the desired content server; and

receive content information corresponding to the user status information from the

desired content server in response to the request for data and upgrading or debugging programs

based on the user status information of individual user computers.

23. (currently amended)   A storage medium containing a program for use with a

computer system, the computer system comprising a plurality of user computers each capable of

being loaded with a recording medium having a unique recording medium ID, a verification

server connected with the user computers via a network and including a user database provided

with the unique recording medium IDs, and at least one content server connected to the

verification server via a network and having a content database associated therewith, wherein the

program is capable of causing the verification server to:

require the recording medium ID from the user computers when the user

computers request data associated with a desired content server;

verify the request based on information recorded in the user database;

establish communications between the user computer and the desired content

server when the request is verified;

request user status information from the user computers representing a current

status of at least one of programs data of partway-through games and data stored in at least one

of the recording media and the user computer from the user computer;

transmit the user status information to the content server;

receive information corresponding to the user status information from the desired

content database; and

transmit content information from the desired content server to the user computer

to thereby provide the content requested by the user computers and upgrading or debugging

programs based on the user status information of individual user computers.

24. (currently amended)   A storage medium containing a program for use with a

computer system, the computer system comprising a plurality of user computers each capable of

being loaded with a recording medium storing at least one of programs and data, a verification

server connected with the user computers via a network and including a user database provided

with unique information associated with at least one of an ID unique of the user computer, an ID

unique of the recording medium and an ID unique of the user, and at least one content server

connected to the verification server via a network and having a content database associated

therewith, wherein the program is capable of causing the verification server to:

require verification information from the user computers when the user computers

request data associated with a desired content server;

verify the request based on information recorded in the user database;

establish communications between the user computer and the desired content

server when the request is verified;

request user status information from the user computers representing a~~ current~~

~~status of the at least one of programs~~ data of partway-through games and data stored in at least

one of the recording media and the user computer from the user computer;

transmit the user status information to the desired content server;

receive information corresponding to the user status information from the content

database of the desired content server; and

transmit content information from the desired content server to the user computer

to thereby provide the content requested by the user computers and upgrading or debugging

programs based on the user status information of individual user computers.

Reason For Allowance

1.   Claims 1-3, 5-17 and 19-24 hereafter referred to as 1-22 are allowed.

2.   The following is an examiner's statement of reasons for allowance: The closet prior art of

record (US Patent No. 6,110,041 by Walker et al) does not teach nor suggest in detail the means

of using a verification server to check on the current status of a program and data that stored on a

recording medium of a user computer in combination with all the elements of each independent

claim as argued by the Applicant (See Page 32 of Applicant enabling specification, Page 16 line

17 –Page 17 line 5 of argument presented 6/19/2006). Walker only teaches about using tracking

card that is used to identify a user in order that the user can select his or her preference. In

Walker, the status as to a program running on the tracking card is not taught. So as indicated by

the above statements, Applicant's arguments have been considered persuasive in light of the

claim limitations as well as the enabling portions of the specification.

Any comments considered necessary by applicant must be submitted no later than the

payment of the issue fee and, to avoid processing delays, should preferably accompany the issue

fee. Such submissions should be clearly labeled "Comments on Statement of Reasons for
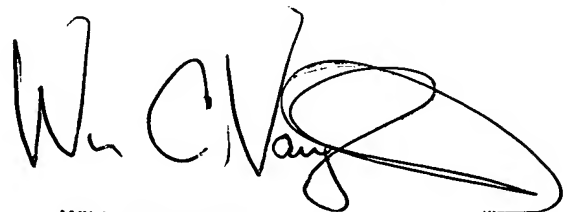
Allowance."

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Michael S. A. Delgado whose telephone number is (571)272-3926. The examiner can normally be reached on 7.30 AM - 5.30PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, William C. Vaughn Jr. can be reached on (571)272-3922. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

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